Subject: object reference in a structure
Posted by Charlie Solomon on Tue, 15 Sep 1998 07:00:00 GMT

Hi everyone...is it possible to put an object reference in a structure
variable? For example, I create a new object, then create a pointer to an
info structure for my widget and try to include the object reference in the
structure:

```
junk = 'charlie was here'
ptr_new, info( { junk:junk, oWindow:0 } )
```

But when I try to access it bad things happen (I can get the actual error
message if needed). Here's how I try to access it:

```
(*info).oWindow = obj_new('IDLgrWindow')   ;no worky
(*info).oWindow -> method, keywords         ;no worky
```

Should I even be trying this? I want to be able to store the object
reference in info after it is created in another procedure and passed back
so that my widget program can modify properties and destroy it based on
xmanager events. Thanks!